JALECO

NES-GT-USA

GOAL! TWO™

INSTRUCTION MANUAL

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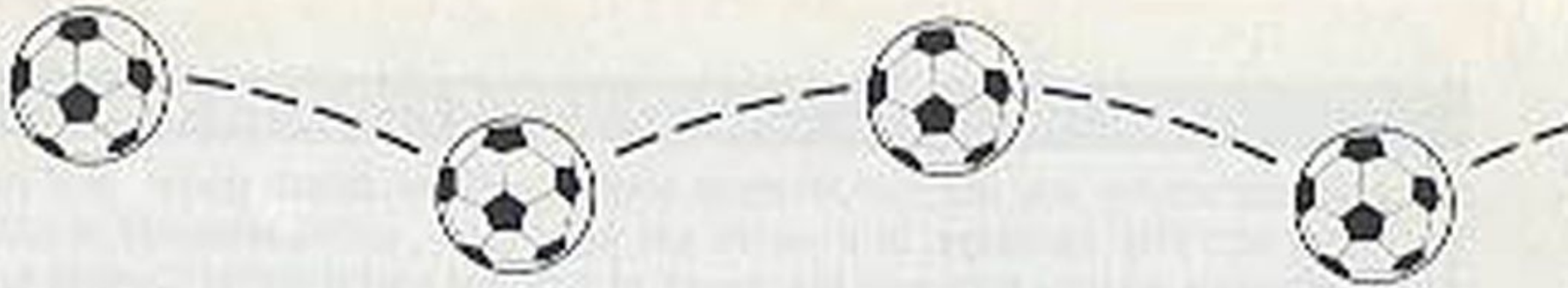

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GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

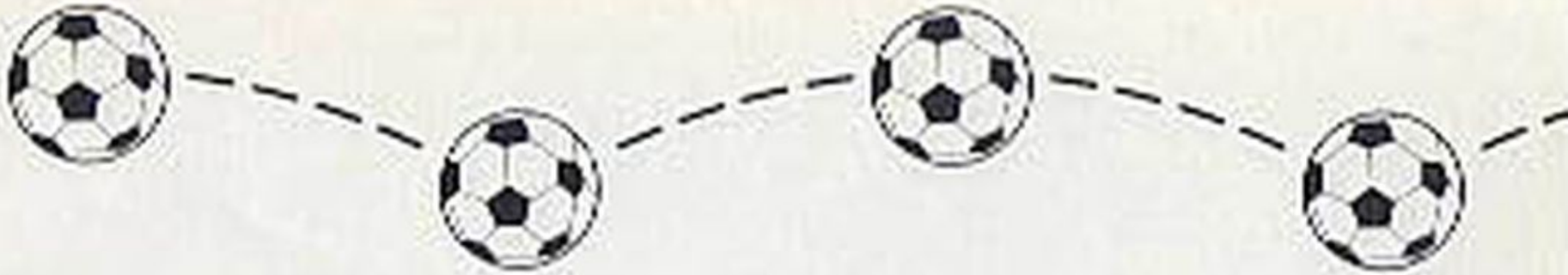
If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call.
Kids: Get your parent's or guardian's permission before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

- **This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.**
- **Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.**
- **Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.**



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INTRODUCTION

O.K. soccer fans, it's game time! If you've been looking for a new challenge, get ready for the world class soccer competition of *GOAL! TWO*. Whether you're a rookie or a seasoned pro, *GOAL! TWO* from Jaleco gets you onto the field and into the action. You'll play every position, from forward to goalkeeper to coach — and you don't even have to go to practice! This game's got it all. Blocking. Passing. Dribbling. Even diving headers and sliding tackles. You'll see the cheering crowds... the flying confetti and waving banners... who knows, maybe even a few rowdy fans.

GOAL! TWO stands out from the crowd, with enhanced 3-D graphics and realistic on-the-field action. Special features let you plan your strategy, then play it your way. You decide the game length, choose a formation, even change players in your starting lineup. Close-up and full-screen views give a whole new perspective to the game. Ask a friend over for a little head-to-head competition, or join forces against the computer in two-player cooperative mode.

Playing the field has never been this easy... or this much fun. *GOAL! TWO* takes care of the details so you can throw yourself into the game. Polish your technique in the test matches, then step up to the ultimate challenge: the Super Cup tournament.

Twenty-four teams participate, but only one team will finish on top. You'll need quick wits and even quicker reflexes to stay ahead of the opposition. So choose a country and prepare to test your skills against the best the world has to offer. We think you'll agree that *GOAL! TWO* is in a league of its own.

OBJECT OF THE GAME

GOAL! TWO brings you the action and excitement of international soccer competition like you've *never* seen it before. Twenty-four teams from countries all over the world have made it past the qualifying rounds to vie for fame, glory, and a chance at the coveted Super Cup trophy. You can choose any team you like, from Argentina to the U.S.A. Some teams are better than others, as you'll soon find out.

Before you begin, take a minute to *review* your options. You can set the length of each half, select alternative *joystick* controls, even turn off the penalty calls. Then you pick your team, choose a formation and *review* your starting lineup. Pay attention to the numbers — skill ratings vary from team to team and player to player. You may want to make a few changes before you start. Once you've made your selections, it's time for the coin toss. Heads or tails decide ball possession and field position. Now, the moment you've been waiting for... time to head out onto the field!

You control one player at a time. Naturally, he's always in the middle of the action. You're in complete control of his movements as long as he's got the ball. When the opposition takes the upper hand, control switches automatically from player to player as the action moves up and down the field. Don't worry about the rest of your teammates... *GOAL! TWO* puts them right where you need them, leaving you free to plan your next move. Should you pass to your center forward? Make a shot on goal from the right wing? Survey the field and make your decision. Of course, you'll need fast reflexes and split-second timing to take advantage of every opportunity. Move in too quickly and you might overshoot your target. Hesitate, and your opponent gains the advantage... and the ball.

If you choose Super Cup mode, the computer chooses and controls the opposition. The Super Cup tournament is divided into five rounds, for a total of seven games:

First Round **Eighth Finals** **Quarterfinals** **Semifinals** **Finals**

The First Round separates the 24 teams into six groups of four teams. Each team plays three games, and the top 16 teams advance to the Eighth Finals. From there on out, it's winner take all in single elimination games.

Your goal is to survive the first four rounds, then play one last opponent in the Finals

for soccer's top trophy. You may win easily at first, but be prepared — as the stakes increase, so does the skill of your rivals.

If you're in it for fun instead of glory, try your hand at an Exhibition game. Same rules, no pressure. You even get to pick your opponent. Play against the computer, or ask a friend over for some head-to-head competition. If you're into cooperation, the two of you can improve your odds and take on the computer together. Whatever you do, don't sit it out on the sidelines... get into the action, and play to win!

GETTING STARTED

1. Place the *GOAL! TWO* Game Pak (label side up) into your NES and turn on the unit.
2. When the title screen appears, press **START**. You may now choose either PLAY or OPTIONS. Press **SELECT** to move the cursor from one selection to the other. Press **START** or the **A Button** to make your selection.

OPTIONS

The current options are highlighted (white lettering) on the **OPTIONS** screen. Press **Up** or **Down** on the Control Pad to select an option, then press the **A Button** or the **B Button** to change that option. Press **START** to return to the title screen.

The options are:

Goalie
Choose AUTO or MANUAL. In AUTO mode, your goalie will block shots automatically. In MANUAL mode you control his movement. If there are two players, both players must use the same mode. The default setting is AUTO.

Music
Choose ON or OFF. Sound effects remain on even when the music is turned off. The default setting is ON.

Time
Choose the number of actual minutes in each half of play, from 1 minute to 45 minutes. The default setting is 5 minutes.

Offside
Choose whether Offside penalties will be called (ON) or not called (OFF) during a game. The default setting is ON.

Foul
Choose whether fouls will be called (ON) or not called (OFF) during a game. The default setting is ON.

Control
Choose either Diagonal or Straight keypad controls. If there are two players, each player chooses his own controls (1P and 2P). Because the game field is set on a diagonal, your choice will affect how you use the Control Pad to direct the player you control. The Diagonal controls direct the ball toward the four sides of the

field. The Straight controls direct the ball toward the four sides of the screen. A detailed description of each configuration is given later on in the section entitled **CONTROLLER FUNCTIONS**. The default control setting is Diagonal.

SELECT MODE SCREEN

Choose one of four game modes. Press **Up** and **Down** on the Control Pad to highlight a mode, then press the **A Button** to select that mode.

SUPER CUP

Choose this mode to begin a seven-game Super Cup series. In Super Cup mode, one player competes against the computer. When you choose this option you are asked if you wish to CONTINUE an existing series or begin a NEW GAME. Press **SELECT** to highlight your choice, then press the **A Button** to make your selection. If you select CONTINUE you will be asked for your password. More information on passwords is given in the next section.

1P vs COM	One Player game against the computer.
2P vs COM	Two Player game against the computer (both players on the same team)
1P vs 2P	Two Player head-to-head game

Passwords

A 24-character password is provided after each Super Cup game. This password allows you to stop play after any game, then continue the series from the same point later on (even if you have turned off your NES in the meantime). Be sure to copy the password carefully — it must be entered exactly as it is shown on the screen. If you are eliminated from the series you may start over from the beginning, or use your last password to continue the series from the previous game.

Entering Your Password

The **ENTER PASSWORD** Screen appears when you select the CONTINUE option for a Super Cup game. Press **Left**, **Right**, **Up**, or **Down** on the Control Pad to position the cursor over the character you wish to change. Press the **A Button** or the **B Button** to select a character. The characters include letters of the alphabet, numbers and symbols. When the password is complete, press **START** to continue the game. Press **SELECT** to exit this screen without entering a password.

SELECT TEAM SCREEN

The **SELECT TEAM** screen appears after you select a game mode.
The 24 participating teams are:

ARG	Argentina	**ESP**	Spain	**POL**	Poland
AUT	Austria	**FRA**	France	**RUM**	Rumania
BEL	Belgium	**GER**	Germany	**SCO**	Scotland
BRA	Brazil	**HOL**	Holland	**SWE**	Sweden
CAN	Canada	**IRL**	Ireland	**SWI**	Switzerland
COL	Colombia	**ITA**	Italy	**URU**	Uruguay
DEN	Denmark	**JPN**	Japan	**USA**	United States of America
ENG	England	**MEX**	Mexico	**VEN**	Venezuela

Super Cup Mode

In Super Cup mode, the 24 teams are divided into six zones of four teams each. These zones are lettered A through F. Each team is represented by its national flag. Use the **Control Pad** to move the pointer from flag to flag. The name of the highlighted team appears on the bottom of the screen. Only two zones can be shown on the screen at one time. Press **Left** or **Right** on the Control Pad to view the other zones. Press the **A Button** to select the highlighted team.

The First Round Results Screen appears after you make your selection. This screen shows the four teams in your zone, displayed in a 4-by-4 grid. The screen will reappear after each First Round game to display the game results for all four teams. A complete description of this screen is given in the **ON-SCREEN DISPLAYS** section. For now, press the **A Button** to continue.

Exhibition Mode

Every game that is not a Super Cup game is considered an exhibition game. In Exhibition mode, the abbreviations for all 24 teams appear on the screen at one time. The type of game (1P vs COM, 2P vs COM, 1P vs 2P) is displayed at the top of the screen. In a **1P vs COM** game, you select your team and the computer's team. In a **2P vs COM** game, Player One selects both teams. In a **1P vs 2P** game, each player selects his own team.

A flashing cursor on the screen is marked **1P**, **2P**, or **COM** to identify whose team is being selected. Use the **Control Pad** to move the cursor next to the name of the team you want to select. The full name and the national flag of the selected team appear at the bottom of the screen. Press the **A Button** to confirm your selection.

SELECT FORMATION SCREEN

Once you have selected a team, the **SELECT FORMATION** screen appears. A

diagram of the field is displayed on the left side of the screen, while your team name and the formations appear on the right side of the screen. Choose one of four formations:

4-3-3 **4-4-2** **Sweeper** **3-5-2**

The first number in each formation indicates the number of players on **Defense**. The middle number indicates the number of players in the **Midfield**. The last number indicates the number of players on **Offense**.

Press **Up** or **Down** on the Control Pad to highlight a formation. As each formation is highlighted, the players on the left side of the screen demonstrate that formation. Press the **A Button** to select a formation.

Formations

4-3-3

Defense:	Right and left inside backs, right and left outside backs
Midfielders:	Right, left, and center midfielders
Offense:	Right and left wings, center forward

The most popular soccer formation. It spreads the talent around evenly, giving a slight advantage to the defense.

4-4-2

Defense:	Right and left inside backs, right and left outside backs
Midfielders:	Right and left inside midfielders, right and left outside midfielders
Offense:	Left forward, right forward

Strengthens the midfield at the expense of the offense. The defense remains the same as in the 4-3-3.

Sweeper (modified 4-3-3)

Defense:	Right, left, and center backs, sweeper
Midfielders:	Right, left, and center midfielders
Offense:	Right and left wings, center forward

A strong defensive formation. The Sweeper is positioned behind the Backs and is the last line of defense against any breakthrough shots.

3-5-2

Defense:	Right, left, and center backs
Midfielders:	Right and left inside midfielders, right and left outside midfielders, center midfielder
Offense:	Left forward, right forward

Features a solid wall at midfield. This formation downplays the offense and gives players more flexibility.

SELECT LINEUP SCREEN

Once you have selected a formation, the player skill ratings for your team replace the formations on the right side of the screen. Each team includes 15 players, 11 of which may be active at any given time. If you wish, you may switch player positions to better take advantage of their skills. You can switch the positions of two active players, or substitute a bench-warmer from the bottom of the list for one of the active players. (See the section entitled *Team Statistics* for a complete list of player skill ratings for each team.)

Press **START** to continue the game without making any changes.

NO Player number. This number appears under each player in the diagram on the left side of the screen.

POS Current position. The position appears above each player in the diagram on the left side of the screen.

GK Goalkeeper M Midfield F Forward D Defense

The three remaining columns show each player's skill levels, rated from 0 to 15 (nobody's that good!). Notice that the stats for the goalkeeper are different from those of the other players.

Goalkeeper Skills

- **BLK** Blocking ability **JP** Jumping power **PP** Punching power

Player Skills

SP Speed **KP** Kicking power **TP** Tackling power

Changing Player Positions

Press **Up** or **Down** on the Control Pad to highlight the player you wish to change (NOTE: You may *not* change the Goalkeeper). Press the **A Button** to select the highlighted player. A second highlight now appears at the top of the player list. If you change your mind at this point, press the **B Button** to remove the second highlight. Otherwise, press **Up** or **Down** on the Control Pad to highlight a second player. When you press the **A Button** the two players will change places. You may make as many changes as you like. When your changes are complete, position the highlight over the word **END** at the bottom of the screen and press the **A Button** to continue.

MATCH DISPLAY SCREEN

Once you have finished choosing your team's lineup, the **MATCH DISPLAY** screen appears. Your team name and flag and those of your next opponent are displayed on this screen. Press the **A Button** to continue.

COIN TOSS SCREEN

The **COIN TOSS** screen appears next. Player One (on the left side of the screen) is assigned "heads." Player Two (on the right side of the screen) is assigned "tails." Press the **A Button** to spin the center coin. Press the **A Button** again to stop the coin. In a 1P vs. 2P game, either player can spin and stop the coin. When the coin in the center of the screen stops spinning, the matching coin (heads or tails) begins to flash. The winner of the coin toss then chooses between two options:

Ball Possession Field Position

If the team that wins the coin toss chooses to get the ball (as is usually the case), the other team then chooses field position. If the team that wins the coin toss chooses field position, the other team gets possession of the ball automatically. Note that teams change sides at half time, and the team that does *not* have possession at the beginning of the game gets the ball at the start of the second half.

Use the **Control Pad** to move the cursor to the option you wish to choose,

then press the **A Button** to select that option. The game begins once all selections have been made.

GAME VIEWS

GOAL! TWO includes two different game views:

Standard View

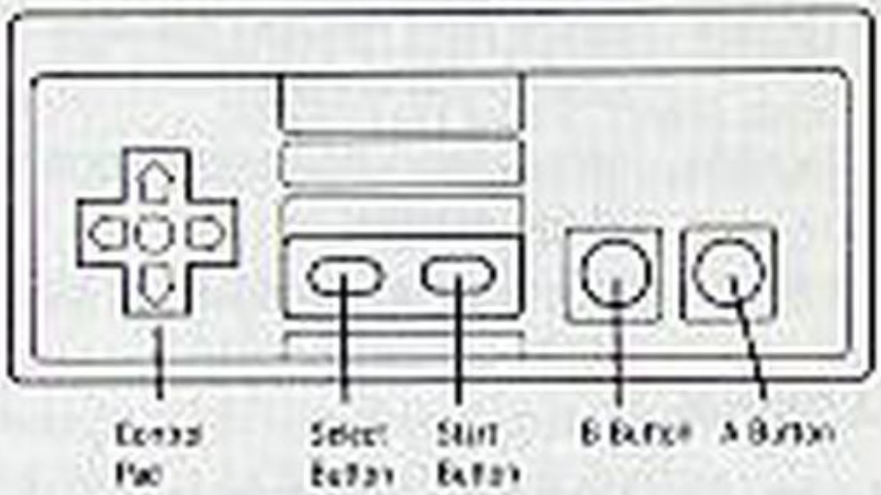
Overhead View

Most of the action takes place in **Standard View**, which focuses on the ball and the active players and shows only a portion of the screen. **Overhead View** shows the entire playing field. The game *view* changes automatically from Standard *View* to Overhead View when you kick a long pass. When the ball lands, the screen switches back to Standard View. Also, when the ball is not in play (before a free kick or a throw-in, for example), you may switch back and forth between the two views by pressing **SELECT**. You may also pause the game in either view.

CONTROLLER FUNCTIONS DURING A GAME

Control Pad

Use the **Control Pad** to move your player and control the direction of a kick, pass, or tackle. Player One uses Controller 1, Player Two uses Controller 2. Each player may choose either **Diagonal** or **Straight** movement controls on the **OPTIONS** screen. Both types of controls allow movement in 8 different directions, corresponding to the 8 directions on the Control Pad. The default control is Diagonal, which follows the field layout.



Diagonal Movement Controls

UP	Move up and to the right (toward the top of the field)
RIGHT	Move down and to the right (toward the right touchline)
DOWN	Move down and to the left (toward the bottom of the field)
LEFT	Move up and to the left (toward the left touchline)

Straight Movement Controls

UP	Move up (toward top of screen)
RIGHT	Move right (toward the right side of the screen)
DOWN	Move down (toward the bottom of the screen)
LEFT	Move left (toward the left side of the screen)

A Button

Long Kick	Press the **A Button** to perform a long kick. Use the **Control Pad** to control the direction of the kick.
Long Kick with "English"	To curve, or put some "English" on the ball as you kick it, press and hold the **A Button**, then press **Left** or **Right** on the Control Pad to curve the ball in that direction. (Note: The curve will be slight.)
Tackles	Use these maneuvers to steal the ball away from another player. When a member of the opposing team has possession of the ball, move your active player in close, continue to hold down the Control Pad direction in which your player is running, and press the **A Button**. If you are right next to the other player you will perform a **Shoulder Tackle**. If you are farther away you will perform a **Sliding Tackle**.

Special Moves While moving your player with the Control Pad, press the **A Button** when the ball is in the air and close to you (coming toward you or near you) to perform an **Overhead Kick** or a **Diving Header**.

B Button

Pass Quickly press and release the **B Button** to kick the ball a short distance along the ground... hopefully to another teammate. Use the **Control Pad** to control the direction of the pass.

Lobbing Press and hold the **B Button** to kick the ball high into the air. The longer you hold the button, the farther the ball will go. Use the **Control Pad** to control the direction of the kick. To curve or put some "English" on the ball as you kick it, press and hold the **B Button**, then press **Left** or **Right** on the Control Pad to curve the ball in that direction.

Change Players When you do not have the ball, press the **B Button** to select another nearby player.

(Note: When using a manually-controlled goalie, you must press the **B Button** after a shot is taken to get control of your goalie.)

Controlling the Goalkeeper

Goalie control is either Automatic or Manual, depending on which option you choose on the **OPTIONS** screen.

Automatic Control

If you choose Automatic control, your goalie will jump, dive, and scramble in an attempt to block the ball, without any help from you. Once he traps the ball, you regain control and must put the ball back into play, as described below.

Manual Control

If you choose Manual control, you are responsible for controlling all of your goalie's movements. When one of your opponents kicks the ball toward your goal, press the **B Button** to switch control to the goalkeeper. Then, press the **Control Pad** and the **A Button** together to perform the following shots:

UP	Jump up in the air
DOWN	Crouch down
LEFT	Diving catch to the left
RIGHT	Diving catch to the right

Returning the Ball to Play

Once the goalkeeper blocks a shot, play stops until he returns the ball to the field. The goalkeeper may advance as far as the edge of the Penalty Box before kicking the ball. Move the goalkeeper forward, then press the **A Button** or the **B Button** to kick the ball back into play. Use the **Control Pad** to control the direction of the kick. And don't try anything funny... it *is* possible for a goalkeeper to kick the ball into **his own net!**

Other Controls

Change Screen View	Press **SELECT** to switch between Standard View and Overhead View when the ball is not in play (before a free kick or a throw-in, for example).
Pause	Press **START** to pause the game; press again to resume play.

SPECIAL PLAYS

The following section describes how to control your player during the special plays that occur in the course of a game: kick offs, throw-ins, goal kicks, corner kicks, free kicks, and penalty kicks.

Kick Off

The game begins with a kick off. The team that has first possession of the ball places one of its players at the center of the field, with the ball. Another player from that team stands a little to one side. The players on the other team must stand back while the player with the ball passes to his teammate. To pass the ball, press either the **A Button** or the **B Button**. The ball will go directly to your teammate, after which the other players are free to move in. Kick offs also occur at the beginning of the second half and after each goal.

Restarts

A restart occurs when the ball goes out of bounds, or when a player commits a

foul. The non-offending team gets possession of the ball.

Throw-In

A Throw-In is awarded to your team when the opposing team sends the ball over the touchline. One of your teammates throws the ball back into play from a spot near where the ball went out of bounds. Use your **Control Pad** to choose the direction of the throw, and press the **A Button** or the **B Button** to throw the ball.

Goal Kick

A Goal Kick is awarded to your team when the opposing team sends the ball over your endline. The ball is placed at the corner of your Goal Box closest to where it went out of bounds, and one of your teammates is positioned to kick the ball back into play. Use the **Control Pad** to control the direction of the kick, and press the **A Button** or the **B Button** to kick the ball.

Corner Kick

A Corner Kick is awarded to your team when the opposing team sends the ball over their *own* endline. The ball is placed at the corner of the field closest to where it went out of bounds, and one of your teammates is positioned to kick the ball back into play. Press **Left** or **Right** on the Control Pad to choose one of three directions, then press the **A Button** or the **B Button** to kick the ball.

Free Kick

A Free Kick is awarded to your team when an opponent commits a foul or is caught offsides. One of your teammates is positioned near the spot where the foul occurred, and is allowed to kick the ball without interference from the opposing team. Use the **Control Pad** to control the direction of the kick, and press the **A Button** or the **B Button** to kick the ball.

Penalty Kicks

A Penalty Kick is awarded to your team when an opponent commits a foul within his own Penalty Box. When this happens, the Penalty Kick screen appears. Penalty Kicks are also used to decide games that end in a tie.

Making a Penalty Kick

If you are attempting a Penalty Kick, you will see a view of the opposing team's goal from behind your penalty kicker. To kick the ball into a certain area of the goal, press the corresponding direction or directions on the **Control Pad**, then press the **A Button** to kick the ball. You can press twice in a particular direction to make the ball go farther in that direction. If you press more than twice in any direction the ball will go outside the net.

For example, to kick the ball into the upper left corner of the goal, press **Up** twice and

Left twice, then press the **A Button**. To kick the ball into the right center area of the goal, press **Right** on the Control Pad and then press the **A Button**. If you do not press any direction, the ball will travel directly toward the center of the goal.

Defending a Penalty Kick

If you are defending a Penalty Kick, press **Up**, **Down**, **Left**, or **Right** on the Control Pad while pressing the **A Button** to block the shots. See the section on Manual goalie controls for more specific information.

Penalty Kicks to End a Tie Game

If a game ends in a tie, a Penalty Kick shootout will determine the winner. One player from each team takes turns against his opponent's goalkeeper. Each team is allowed up to 5 shots in the first round. The team that scores the most goals wins the game. If the two teams are still tied after each has attempted 5 kicks, a series of "Sudden Death" rounds are played until one team outscores the other.

ON-SCREEN DISPLAYS

Active Player

An arrow appears over the head of the player you are currently controlling. This arrow always points in the direction of the opposing team's goal. In a two-player game

(either head-to-head or both against the computer), an arrow also appears over the head of the second active player. The number inside the arrow identifies whether Player One or Player Two is controlling that player. As the action moves across the field, control switches automatically to one of the players near the ball. You may also manually select a player close to the action by pressing the **B Button** when you do not have the ball. (Note: In the Overhead view, a solid arrow appears over Player One and the outline of an arrow appears over Player Two.)

Timer

A game consists of two halves. Using the controls on the **OPTIONS** screen, you decide how long each half should be (from 1 minute to 45 minutes, actual playing time). A countdown timer at the bottom of the screen displays the amount of time left in the half in minutes and seconds.

Messages

From time to time, a flashing message appears beneath the timer to announce kick offs, throw-ins, goal kicks, and other events.

Team Stats

Player One's score is displayed in the lower left corner of the screen. Player Two's score is shown in the lower right corner of the screen. Each team's three-letter country abbreviation appears next to their score. The uniform number of the active player is displayed under the country abbreviation.

Fouls

When a player commits a foul, the referee blows his whistle and play stops. The type of foul is then displayed on the screen, along with the team name and number of the player who committed the foul. If the referee gives out a **Yellow Card**, that player receives a warning but remains in the game. If the same player commits another foul during the game, he gets a **Red Card** and is thrown out of the game. Note that the Team Lineup screen appears after a Red Card is given — your team will be one player short for the rest of the game, and you may wish to rearrange the remaining players.

After a foul, the team that was fouled is awarded a direct free kick from the location of the foul. If a player commits a foul in his own Penalty Box, the opposing team is awarded a Penalty Kick. Fouls and Offside penalties will not be called if the corresponding settings are turned OFF on the **OPTIONS** screen.

Halftime and End-of-Game Displays

Each team's score is displayed on the screen at halftime and at the end of the game. At the end of the game, the winning team's players stand on the field in a shower of glory... and confetti. If you're playing against the computer and lose the game, the fans get a little ugly. I'd duck if I were you. Press the **A Button** to exit the halftime and end-of-game display screens.

First Round Results Screen

The First Round Results Screen appears before and after each First Round game in a Super Cup series. This screen shows the results of all the First Round games played by the four teams in your zone.

The teams are displayed in a 4-by-4 grid. Each team's results are displayed in a row across from the team flag. Your team plays each of the other teams once, for a total of three games. Look for your team's flag in the column at the left, then read the First Round results across the row. "O" denotes a win and "X" denotes a loss. A totals column at the end of each row shows the following combined statistics for all three games:

Points earned by that team:

Win 2 Points **Tie** 1 Point **Loss** 0 Points

Total goals scored **for** that team in all three games

Total goals scored **against** that team in all three games

Press the **A Button** to continue when you have finished reading the statistics displayed on the First Round Results Screen.

Playoff Diagram Screen

The Playoff Diagram Screen appears after each Super Cup playoff round to show you who your next opponent will be. This screen displays a tree diagram of all the teams that survived the previous round, and shows how the teams are paired for the next round of play. Press the **A Button** to continue.

SCORING

Your team scores a goal when the ball goes into the opposing team's net. It doesn't matter who kicks the

ball, and as we mentioned earlier, it is possible to score a goal against your own team. (Needless to say, that wouldn't make you very popular with your teammates.) As you might suspect, the team with the most goals wins the game.

Exhibition Games

If both teams score the same number of goals, the game is decided by a Penalty Kick shootout. Each team is allowed to attempt 5 Penalty Kicks, and the team that scores the most goals from these Penalty Kicks wins the match. If each team scores the same number of goals, a series of "Sudden Death" rounds is played until one team triumphs.

Super Cup Games

Draw (tie) games are allowed in the First Round of play. This includes games in which neither team scores a goal (0-0). However, Super Cup Finals games cannot end in a draw. If the game is tied after regulation play, a Penalty Kick shootout (as described above) decides the winner.

TEAM STATISTICS

A complete list of player skill ratings for each team follows. From a technical standpoint, skill ratings can range from 0 to 15, although no skill ratings above 12 or below 3 have been assigned to any of the players in the game.

ZONE A

Italy

NO	POS	BLK	JP	PP
01	GK	12	11	11
NO	POS	SP	KP	TP
02	F1	08	09	07
03	F2	10	11	09
04	F3	09	08	07
05	M1	09	10	08
06	M2	09	09	07
07	M3	09	08	07
08	D1	07	08	11
09	D2	08	06	11
10	D3	08	06	11
11	D4	07	08	11
12		07	07	08
13		06	05	07
14		06	07	06
15		05	06	07

Colombia

NO	POS	BLK	JP	PP
01	GK	09	10	10
NO	POS	SP	KP	TP
02	F1	07	06	08
03	F2	09	07	08
04	F3	07	08	08
05	M1	08	05	08
06	M2	07	07	07
07	M3	08	08	08
08	D1	07	06	07
09	D2	08	07	06
10	D3	10	09	09
11	D4	08	07	07
12		06	06	06
13		06	06	06
14		06	06	06
15		06	06	06

Mexico

NO	POS	BLK	JP	PP
01	GK	07	08	06
NO	POS	SP	KP	TP
02	F1	10	07	08
03	F2	07	08	09
04	F3	08	08	08
05	M1	07	07	07
06	M2	09	08	08
07	M3	08	07	07
08	D1	07	05	08
09	D2	08	08	08
10	D3	09	09	06
11	D4	07	09	06
12		06	06	06
13		06	06	06
14		06	06	06
15		06	06	06

Rumania

NO	POS	BLK	JP	PP
01	GK	10	08	07
NO	POS	SP	KP	TP
02	F1	07	08	08
03	F2	09	10	08
04	F3	08	07	07
05	M1	07	08	07
06	M2	08	07	07
07	M3	08	07	07
08	D1	05	06	08
09	D2	05	06	08
10	D3	06	06	08
11	D4	06	08	08
12		06	07	08
13		06	06	05
14		04	05	05
15		04	05	05

NO=Player's number; POS=Player's position; BLK=Goalkeeper's blocking skill; JP=Goalkeeper's jumping power; PP=Goalkeeper's punching power (to punch a shot away); SP=Player's running speed; KP=Player's kicking power; TP=Player's tackling power; GK=Goalkeeper; F=Forward; M=Midfielder; D=Defence

ZONE B

England

NO	POS	BLK	JP	PP
01	GK	11	08	10
NO	POS	SP	KP	IP
02	F1	09	09	05
03	F2	11	12	09
04	F3	09	09	05
05	M1	08	07	05
06	M2	10	11	08
07	M3	08	07	05
08	D1	07	06	05
09	D2	07	06	05
10	D3	07	06	05
11	D4	07	06	05
12		07	08	06
13		07	06	05
14		06	06	05
15		06	07	04

Switzerland

NO	POS	BLK	JP	PP
01	GK	09	08	08
NO	POS	SP	KP	IP
02	F1	07	09	05
03	F2	10	10	07
04	F3	08	08	05
05	M1	08	08	07
06	M2	09	09	05
07	M3	08	08	07
08	D1	08	08	05
09	D2	06	07	08
10	D3	07	08	08
11	D4	06	07	08
12		06	07	04
13		06	07	04
14		05	07	06
15		05	07	05

Canada

NO	POS	BLK	JP	PP
01	GK	08	06	08
NO	POS	SP	KP	IP
02	F1	08	06	08
03	F2	09	07	08
04	F3	07	05	07
05	M1	09	07	08
06	M2	08	06	07
07	M3	08	07	08
08	D1	08	06	06
09	D2	08	06	05
10	D3	09	07	06
11	D4	08	07	08
12		06	05	06
13		06	05	05
14		06	05	06
15		06	05	05

Ireland

NO	POS	BLK	JP	PP
01	GK	10	09	09
NO	POS	SP	KP	IP
02	F1	07	08	06
03	F2	08	10	09
04	F3	07	05	07
05	M1	08	07	08
06	M2	07	06	08
07	M3	07	05	07
08	D1	06	04	09
09	D2	06	04	06
10	D3	07	06	10
11	D4	06	04	08
12		05	05	06
13		05	04	07
14		04	05	05
15		05	05	07

ZONE C

Brazil

NO	POS	BLK	JP	PP
01	GK	09	09	08
NO	POS	SP	KP	TP
02	F1	08	09	08
03	F2	10	11	10
04	F3	07	09	08
05	M1	07	07	08
06	M2	08	09	09
07	M3	07	07	08
08	D1	07	06	08
09	D2	07	06	08
10	D3	08	07	11
11	D4	07	06	08
12		06	06	05
13		05	04	07
14		05	06	07
15		06	06	07

Poland

NO	POS	BLK	JP	PP
01	GK	08	07	08
NO	POS	SP	KP	TP
02	F1	09	08	05
03	F2	10	11	08
04	F3	09	08	05
05	M1	09	08	07
06	M2	09	10	08
07	M3	09	08	07
08	D1	07	06	08
09	D2	07	06	08
10	D3	07	06	08
11	D4	07	06	08
12		08	06	04
13		06	05	05
14		06	06	05
15		05	05	06

U.S.A.

NO	POS	BLK	JP	PP
01	GK	07	07	05
NO	POS	SP	KP	TP
02	F1	06	07	08
03	F2	08	08	08
04	F3	07	08	08
05	M1	10	08	08
06	M2	08	07	08
07	M3	07	08	08
08	D1	07	07	07
09	D2	08	09	06
10	D3	07	10	08
11	D4	07	08	06
12		05	08	05
13		06	06	05
14		06	06	05
15		06	05	05

Denmark

NO	POS	BLK	JP	PP
01	GK	06	07	08
NO	POS	SP	KP	TP
02	F1	09	08	07
03	F2	09	09	07
04	F3	05	05	06
05	M1	07	06	07
06	M2	07	06	07
07	M3	05	06	05
08	D1	06	06	06
09	D2	06	06	06
10	D3	05	06	06
11	D4	06	06	06
12		05	06	06
13		06	04	06
14		06	06	06
15		04	04	06

ZONE D

Argentina

NO	POS	BLK	JP	PP
01	GK	09	10	09
NO	POS	SP	KP	TP
02	F1	09	09	05
03	F2	10	11	07
04	F3	09	09	05
05	M1	09	08	06
06	M2	12	12	11
07	M3	09	08	06
08	D1	08	07	10
09	D2	08	07	10
10	D3	08	07	10
11	D4	08	07	10
12		07	07	05
13		07	06	08
14		07	06	08
15		07	06	08

France

NO	POS	BLK	JP	PP
01	GK	09	08	10
NO	POS	SP	KP	TP
02	F1	07	09	08
03	F2	10	11	08
04	F3	08	07	07
05	M1	08	07	07
06	M2	10	09	08
07	M3	08	07	07
08	D1	08	07	07
09	D2	08	06	09
10	D3	08	07	10
11	D4	08	06	09
12		08	06	06
13		08	06	06
14		08	06	04
15		08	06	06

Uruguay

NO	POS	BLK	JP	PP
01	GK	08	09	08
NO	POS	SP	KP	TP
02	F1	08	07	05
03	F2	10	09	08
04	F3	08	06	05
05	M1	07	07	05
06	M2	08	08	05
07	M3	07	07	05
08	D1	08	06	05
09	D2	07	05	07
10	D3	07	05	08
11	D4	07	05	07
12		06	05	06
13		06	04	04
14		06	05	04
15		06	04	06

Sweden

NO	POS	BLK	JP	PP
01	GK	07	09	07
NO	POS	SP	KP	TP
02	F1	08	06	05
03	F2	10	09	06
04	F3	08	08	05
05	M1	08	07	08
06	M2	08	08	07
07	M3	08	07	08
08	D1	06	06	07
09	D2	06	06	07
10	D3	09	08	09
11	D4	06	05	07
12		06	06	06
13		06	05	04
14		05	06	04
15		05	06	06

ZONE E

Holland

NO	POS	BLK	JP	PP
01	GK	09	11	05
NO	POS	SP	KP	TP
02	F1	09	09	05
03	F2	10	11	08
04	F3	09	09	06
05	M1	09	08	07
06	M2	09	10	08
07	M3	09	08	07
08	D1	08	08	08
09	D2	08	07	09
10	D3	08	07	08
11	D4	08	06	08
12		08	08	07
13		06	06	05
14		07	06	05
15		06	07	04

Scotland

NO	POS	BLK	JP	PP
01	GK	10	08	09
NO	POS	SP	KP	TP
02	F1	07	08	04
03	F2	10	10	07
04	F3	08	06	05
05	M1	07	08	06
06	M2	07	08	06
07	M3	08	06	05
08	D1	07	05	08
09	D2	08	05	08
10	D3	08	05	08
11	D4	07	05	08
12		06	05	05
13		06	04	05
14		05	05	04
15		05	04	04

Japan

NO	POS	BLK	JP	PP
01	GK	06	07	07
NO	POS	SP	KP	TP
02	F1	06	08	04
03	F2	08	10	05
04	F3	06	08	04
05	M1	06	07	04
06	M2	08	08	05
07	M3	05	07	04
08	D1	05	06	06
09	D2	05	06	07
10	D3	05	06	07
11	D4	05	06	06
12		04	05	06
13		04	03	04
14		03	04	04
15		03	04	04

Austria

NO	POS	BLK	JP	PP
01	GK	08	07	09
NO	POS	SP	KP	TP
02	F1	06	09	04
03	F2	07	10	06
04	F3	06	09	04
05	M1	07	07	05
06	M2	07	08	06
07	M3	07	07	05
08	D1	05	06	07
09	D2	05	06	07
10	D3	06	08	08
11	D4	05	06	07
12		05	07	04
13		04	06	03
14		05	06	04
15		04	06	04

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

ZONE F

Germany

NO	POS	BLK	JP	PP
01	GK	10	10	11
NO	POS	SP	KP	TP
02	F1	09	09	08
03	F2	11	10	10
04	F3	08	08	08
05	M1	08	08	09
06	M2	10	09	08
07	M3	08	08	09
08	D1	08	08	08
09	D2	08	07	10
10	D3	10	09	11
11	D4	08	07	10
12		08	07	07
13		08	08	05
14		07	07	05
15		07	07	06

Belgium

NO	POS	BLK	JP	PP
01	GK	07	07	09
NO	POS	SP	KP	TP
02	F1	08	09	04
03	F2	09	10	06
04	F3	08	09	04
05	M1	07	08	05
06	M2	08	09	07
07	M3	07	08	05
08	D1	07	05	06
09	D2	07	05	06
10	D3	07	05	06
11	D4	07	05	06
12		07	05	05
13		06	07	04
14		06	06	05
15		06	06	04

Spain

NO	POS	BLK	JP	PP
01	GK	07	08	08
NO	POS	SP	KP	TP
02	F1	08	09	05
03	F2	09	10	08
04	F3	08	09	05
05	M1	08	07	05
06	M2	08	08	07
07	M3	08	07	05
08	D1	05	05	07
09	D2	06	05	08
*10	D3	05	05	08
11	D4	05	05	07
12		05	06	06
13		04	05	04
14		04	05	05
15		03	05	04

Venezuela

NO	POS	BLK	JP	PP
01	GK	09	10	07
NO	POS	SP	KP	TP
02	F1	08	05	08
03	F2	09	05	08
04	F3	08	05	08
05	M1	07	05	08
06	M2	08	07	05
07	M3	08	07	05
08	D1	07	07	05
09	D2	08	07	07
10	D3	08	09	07
11	D4	06	08	06
12		06	05	06
13		06	05	06
14		06	06	06
15		05	05	06

- Reorient the receiving antenna
- Move the NES away from the receiver
- Relocate the NES with respect to the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

JALECO

Watch for new Jaleco video games for the Nintendo Entertainment System® in coming months. And remember, Jaleco makes great video games for the Super Nintendo Entertainment System® and the Nintendo Game Boy® as well!

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